Crawling Apocalypse

A horrific nest of withered, desiccated tentacles heaves from the sand. Behind the tentacles is a massive oblong body wrapped in centuries-old funeral dressings. Two staring orbs surmount the gargantuan form, promising annihilation.

Remnants of Battle. Very few crawling apocalypses yet traverse the trackless sands, each one a self-impelled immortal remnant of an ancient war. Each crawling apocalypse was built for combat, created by a powerful, long forgotten civilization. This lost race is said to have been exceptionally talented in the arcane arts. This resulted in cultural wonders the likes of which have not been seen since ancient times, as well as horrors beyond mortal belief. The crawling apocalypse is one such horror. Born of necromancy and hubris, these monsters are a result of exposing massive sea creatures to necromantic rituals. Once the war was over, their creator race destroyed, they were simply left to roam the desert sands with no further direction.

Glimmers of the Past. The odds of encountering a crawling apocalypse are rare. Most of them that still exist continue to carry out their last assigned mission, usually an order to guard a once important place. Even more lay slumbering in tombs, never given the chance to wreak havoc on the world above. There are, however, some that were not under any particular direct order when their creator race fell, and as such, simply wander at their whim.

The Curse of Anger. Unlike zombies or other more common undead, the methods used to create a crawling apocalypse are very similar to the rites used to create a mummy. As such, every crawling apocalypse is tortured by brief glimpses into their past life, a time when they were alive in command of their domain beneath the waves of the sea. While not intelligent enough to truly articulate this longing into anything understandable, they are plagued with thoughts of what was stolen from them, and will happily take out this anger on any living creature they may happen to come across.

Undead Nature. A crawling apocalypse doesn't require air, food, drink, or sleep.

Crawling Apocalypse

Gargantuan undead, Lawful Evil

Armour Class - 16 (natural armor)
Hit Points - 232 (15d20 + 75)
Speed - 20 ft., burrow 20 ft.

STR 26 (+8)
DEX 10 (+0)
CON 20 (+5)
INT 6 (-2)
WIS 20 (+5)
CHA 20 (+5)

Saves WIS +9
Skills perception +9
Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 19
Languages -
Challenge 10 (5,900 XP)

Proficiency Bonus +4

Traits

Alert.
The crawling apocalypse can’t be surprised while conscious and other creatures don’t gain advantage on attack rolls as a result of being unseen by the crawling apocalypse.

Despair.
The mere sight of a crawling apocalypse is enough to overwhelm even the most hardened warriors with despair. A creature who sees a crawling apocalypse while within 1 mile of it must succeed on a DC 16 Wisdom saving throw or be frightened of the crawling apocalypse for 1d4 rounds. A creature frightened in this way is also paralyzed. Whether or not the save is successful, that creature cannot be affected again by that same crawling apocalypse's despair trait for 24 hours.

Siege Monster.
The crawling apocalypse deals double damage to objects and structures.

Actions

Multiattack.
The crawling apocalypse makes two tentacle attacks and then attacks twice with its arms.

Tentacle.
Melee Weapon Attack: +12 to hit, reach 25 ft., one creature.
Hit: 17 (2d8 + 8) bludgeoning damage plus 10 (3d6) necrotic damage and if the target is a huge or smaller, it is grappled (escape DC 16). If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic

Arms.
Melee Weapon Attack: +12 to hit, reach 15 ft., one creature.
Hit: 11 (1d6 + 8) bludgeoning damage and the target must succeed on a DC 16 Strength saving throw or be knocked prone.